



City of Scottsdale Parks and Recreation Division Adult Sports 4v4 Grass Volleyball League Rules

Team Managers and Assistant Managers are responsible for informing all team members of the contents of this manual. The League Coordinator reserves the right to make adjustments or rule changes for league continuity.

LEAGUE POLICIES AND PROCEDURES

ROSTERS

- All players must be 18 years or older by the first day of scheduled league play.
- All players must sign the *Team Roster and Waiver Form* or *Roster Change Form* before beginning participation.
- Players may only play for one team per league/bracket.
 - Team Managers should check a player's eligibility before adding the player to their roster.
- Violation of the above rules may result in player ejection, suspension, and/or game forfeiture.

Roster Verification

A complete roster must include the following:

- First and last name
- Home address (including street number, street name, city, and zip code)
- Signature (electronic signatures will not be accepted)
- Phone number

The Adult Sports Office will spot check rosters using the following guidelines:

- Rosters of all teams accepted will be checked.
- Random selections from various rosters will be verified.
- Teams that submit falsified information will be dropped from league play.

Roster Changes

- Rosters are limited to 10 players. Individual awards will be given to 8 players only.
- *Team Roster and Waiver Forms* will be at the playing site through the third week of regular season league play.
 - During this time, roster changes can be made to the *Team Roster and Waiver Form*.
- After the third week of league play, Team Managers must submit the *Roster Change Form* to the Adult Sports Office to add or remove individuals from their team's roster.
- Rosters are frozen after the last regular season league game is played.
- No roster additions or changes will be allowed during playoffs.

FORFEITS

- Teams will be allowed a five-minute grace period at the beginning of the game if their team is unable to field the required number of players.
- If after five minutes a team still does not have the required number of players to play, the game will be declared a forfeit.
- No player may be picked-up to avoid a forfeit.
- Two or more forfeits may drop a team from the league without a refund and may prevent them from registering for future leagues.
- If you know in advance that you have forfeit, please call the Adult Sports Office at 480-312-0227 so the opposing team, staff, and officials can be notified.

CITY OF SCOTTSDALE PARTICIPANT BEHAVIOR POLICY

Any form of discrimination, abuse, and/or unacceptable behavior will not be tolerated. Unacceptable behavior includes, but is not limited to, the following:

- Any violation of federal or state law, or city ordinance.
- Deliberate or reckless disruption of any park activities or programs.
- Failure or refusing to obey park ordinance or park rules as directed by city staff or sign.
- Threatening or intimidating others through verbal abuse, profanity, obscene gestures, or other means
- Intentionally or recklessly damaging or defacing any park property or equipment, or personal property of others
- Fighting or other assaultive behavior.

SCOTTSDALE ADULT SPORTS BEHAVIOR POLICY

Scottsdale Adult Sports seeks to promote and maintain a fun, safe, and family-friendly environment. As a result, all players, coaches, spectators, staff, and officials are expected to act in a respectful and courteous manner towards one another. This policy extends to anyone at an Adult Sports playing site either before, during, or after a game.

Team Manager's Responsibilities

While each individual is responsible for his/her own actions, Team Managers will also be held responsible for the conduct of their team members, coaches, and spectators. Team Managers are expected to assist the Adult Sports Staff and game officials in maintaining a positive playing environment. To aid in this, only the Team Manager (or acting Team Manager) is permitted to confer with game officials and Adult Sports Staff.

Prohibited Behavior

The following actions are grounds for ejection, game forfeiture, and/or suspension:

- Inappropriate or unsportsmanlike behavior
- Obscene language or gestures
- Verbal abuse
- Physical assault
- Verbal threats
- Threatening behavior
- Other violations of the City of Scottsdale Participant Behavior Policy

ALCOHOL AND DRUG POLICY

- Players or coaches found using or noticeably under the influence of alcohol or drugs will be ejected from the game and playing site.
- Attempts to hide the identity of individual(s) using alcohol and/or drugs will result in the ejection of the Team Manager and forfeiture of the game.

EJECTIONS, GAME FORFEITURES, AND SUSPENSIONS

The Adult Sports Staff and game officials have the authority to eject any individual from the playing site and/or forfeit a game in response to violations of Adult Sports policies. The League Coordinator will review each case and issue a warning or probation or levy additional suspensions against individuals and/or teams as deemed appropriate based on the severity of the violation(s) or if violation of Adult Sports policies is repeated. Suspensions may vary from one game to an indefinite ban from any Scottsdale Adult Sports Programs. Please be advised that engaging in physical assault, fighting and/or threatening violence can result in criminal prosecution.

Procedures

- Ejected individuals must leave the playing site (including playing area, facility/park, and parking lot) within 5 minutes.
 - If an ejected individual remains at the playing site after 5 minutes, the game will be forfeited, and the individual's suspension will be extended.
 - In the cases where the environment becomes hostile or the ejected individual refuses to leave, the Adult Sports Staff may call Scottsdale Police to assist in trespassing the individual from the playing site. Refusing to leave the premises is considered trespassing.
- Ejected individuals will automatically be suspended for a minimum of two games (the game they were ejected from, and the following scheduled game).
- Ejected individuals are not allowed to participate in any Scottsdale Adult Sports program while serving a suspension.

Suspensions

For any suspension beyond the automatic two-game ejection, the City Parks and Recreation Manager will send a letter notifying the Team Manager and Co-Manager in the case of a team suspension and the Team Manager and the suspended individual of the suspension. This letter will include details of the incident(s) leading to the suspension, the length of time of the suspension, the consequences of violating the suspension, and the process for requesting reconsideration. For an individual suspension, this letter will be sent to the suspended individual by certified mail, return receipt requested and a copy will be sent by email or regular mail to the suspended individual and Team Manager. For a team suspension, this letter will be sent to the Team Manager by certified mail, return receipt requested, and a copy will be sent by email or regular mail to the Team Manager and Co-Manager.

Request for Reconsideration of Suspension

An individual who has been suspended, or a Team Manager whose team has been suspended, from the Scottsdale Adult Sports Program beyond the automatic two-game ejection may, within 20 days of the date of the suspension letter, submit a written request for reconsideration with any applicable supporting documentation to the Parks and Recreation Director. The Parks and Recreation Director will review the request, any supporting documentation, and the facts and circumstances relating to the suspension and determine to uphold, modify, or overturn the suspension. The Parks and Recreation Director shall provide the individual or Team Manager, as applicable, with a written notice of the determination within five City business

days after receipt of the individual's timely written request for reconsideration. The Parks and Recreation Director's determination regarding the request for reconsideration shall be final and shall constitute an exhaustion of the individual's or team's administrative remedies. Additionally, any administrative decision to uphold, modify or overturn a suspension, shall have no bearing on whether an individual is prosecuted or investigated for assault, fighting or other criminal conduct.

The request for reconsideration process does not apply and is not available to individuals who have been arrested for violating a suspension or trespass warning.

PROTESTS

- All protests must be made at the time of the infraction, prior to the next start of play.
- The Team Manager must notify the official and the Site Supervisor, who will resolve the issue on site.
- Protests may only be made for rule interpretations; an official's judgement call will not be considered.
- If an issue is not settled on site, the Team Manager must submit a written protest to the Adult Sports Office no later than 5:00pm the next business day. *Protest Forms* are available from the Site Supervisor.
 - A notation must be made on the scoresheet to show when the protest was made during game play.
- The League Coordinator will review the protest and contact the Team Manager once a decision has been reached. The League Coordinator has the final decision over all league issues.

PLAYER ID CHALLENGE

- Player ID challenges are allowed through the end of the first set.
- The Team Manager must notify the Site Supervisor.
- Challenged players will have 10 minutes to produce a photo ID. If the photo ID is not presented by the end of 10 minutes, the player will be declared illegal.
- Use of an illegal player may result in a two-game player suspension and forfeiture of the game.
- Adult Sports Staff can challenge a player's eligibility at any time.

Regular Season

- *Team Roster and Waiver Forms* will be at the playing site through the third week of regular season league play.
 - If a Player ID challenge is made during this time, the Site Supervisor will check the team's roster to determine the challenged player's eligibility.
- Player ID challenges that are made after the first three weeks cannot be verified on site.
 - The challenging Team Manager must submit a written protest to the Adult Sports Office no later than 5:00pm the next business day. *Protest Forms* are available from the Site Supervisor. The challenged player's full name and team must be included.
 - The League Coordinator will review the protest and contact the Team Manager once a decision has been reached. The League Coordinator has the final decision over all player eligibility.

Tournament

- Team rosters will be available on site during playoffs.
- The Site Supervisor will check a team's roster to determine the challenged player's eligibility.

OFFICIAL SCORE

The scoresheet that comes to the Adult Sports Office is the official score, unless it can be proven otherwise. Each team is responsible for ensuring the final score recorded on the scoresheet is correct before it is given to the Site Supervisor.

AMPLIFIED MUSIC

Loud music is not permitted while playing in any City of Scottsdale League. Any music that interferes with or disrupts the game, as determined by the Site Supervisor must be turned down upon request. All music must be family friendly and have clean language.

RISK MANAGEMENT

Injuries

- A player who is bleeding, has an open wound, or has blood on his/her uniform shall be directed to leave the game.
- Players should be in good physical condition to participate in this league. The City of Scottsdale does not carry insurance for league participants. Players participate at their own risk.
- Site Supervisors will provide basic first aid supplies upon request to treat injuries received while participating in an Adult Sports league game.

Jewelry

- Exposed jewelry including, but not limited to, wristwatches, bracelets, earrings, neck chains, rings, and pins may not be worn during the game.
- Other items judged dangerous by Site Supervisor may not be worn during the game.
- Medical bracelets or necklaces and religious medals are not considered jewelry, but must be taped to the body to avoid exposure.
- Players must remove jewelry or be removed from the game.

Non-Players, Equipment, and Warm-Ups

- Pets and any children under 18 years of age must be supervised by non-playing adults.
- For safety and liability purposes, any non-playing person (other than coaches and scorekeepers) must be at least five yards from the court boundary lines.
- Bags, balls, towels, keys, etc. must also be at least five yards from the court boundary lines.
- Stretching/warm-up activities are permitted in the lobby only.

4v4 GRASS VOLLEYBALL RULES

GENERAL INFORMATION

- Rules not specifically covered in this manual will be governed by the current USA Volleyball rulebook.
- The league does not provide referees. Any illegal hits or faults will be called by the players on the court. Disputes must be resolved in an orderly and sportsmanlike manner.
- A site supervisor will be on site during all games. The site supervisor will make rule interpretations but will not call game violations.

STARTING PLAY

- Teams consist of four players on the court.
- Teams must have a minimum of three players on the court to start and end a game.
- For coed leagues, there can be no more than 2 men on the court at any given time.
- Teams will use a coin toss to start the game. The winner of the toss has the choice of serving, receiving, or choosing their side of the court for the first game.
- After each game, teams will switch sides of the court and alternate who serves first.

SCORING AND TIMING

- All games are rally scoring. Points are awarded on each play, regardless of which team served.
- Points are scored by successfully landing the ball in the opponent's court or when the opposing team commits a fault.
- The team scoring the point serves next.
- Each match has a 45-minute time limit. The team who is ahead as time expires will win that game.
 - If the teams are tied at the time limit, the next point is the winner.
 - There will be no time limit for matches during the playoffs.
- Teams are allowed one 30-second timeout per game.

MATCH PLAY

- Teams generally play two matches per night.
- Each match will consist of three games.
- Games are played to 21 points. A team must win by two, with a cap of 23 points.
- The result of each game will count in the standings.
- For playoffs, matches will be decided by a best-of-three game format.

PLAYER ROTATION AND SUBSTITUTION

- Player substitutions will be made by rotation.
- Players may not rotate into the game at the serving position. Players enter the game from the rear position and exit following their service.
- Players will rotate in a clockwise direction and must play every position on the court before exiting.
- Player substitution may only be made during a dead ball.

SERVING

- In the recreational (C) leagues, serves must be underhand.
- All serves must be made from the service zone. This is the area behind the end line and between the extensions of the sidelines.
- Players must remain in position with no switching until after the serve.
- The server must call out the score before serving.

TOUCHES AND VOLLEYS

- Each team is allowed a maximum of three successive contacts of the ball to return the ball to the opponent's area.
- A player may play the ball twice during a volley, but not twice in succession.
- Players may contact the ball with any part of the body.

- Players cannot hold or carry the ball. The ball must be hit in such a manner that it rebounds cleanly after contact with a player.
 - A hold is when the ball visibly comes to rest momentarily in the hands or arms of a player.
 - A carry is when a player scoops, lifts, pushes, or allows the ball to roll on the body.
- A player cannot contact the ball on the opponent's side of the net. When a player's follow-through motion crosses into the opposing team's side, it is not a fault unless it interferes with play.

SPIKING AND BLOCKING

- In the recreational (C) leagues, spiking is not permitted. A spike is defined as a forceful hit in a downward motion or when striking immediately causes a downward trajectory.
 - Striking the ball overhand does not necessarily constitute a spike.
- In the recreational (C) leagues, blocking the ball at the net is not permitted.
- Any player participating in a block shall have the right to make the next contact. Any contact after the initial block will count as the first of the team's three hits.
- Blocking or spiking a served ball is a fault.

THE NET

- Play off the net is legal, including serves. Posts are out of play.
- Contact with the net by a player is not a fault unless it interferes with the play.
- Crossing the centerline underneath the net is not a fault unless it interferes with the play.

BOUNDARY LINES

- A ball touching any part of a boundary line is considered in play.
- Players may play a ball that is out-of-bounds, if it is on their side of the net and has not crossed into another court.
- Boundary lines that are moved during play shall not cause a rally to stop. If it cannot be determined whether a ball lands in or out, the rally shall be cancelled and replayed.

FINAL STANDINGS AND TOURNAMENT PLAY

If a tie exists between two or more teams at the end of regular season play, tie-breakers will be used to determine the final standings and seeding for the tournament bracket.

First tie-breaker	Team with best record in head-to-head games.
Second tie-breaker	Team with highest total points in head-to-head games.
Third tie-breaker	Team with the fewest forfeits.
Fourth tie-breaker	Team with highest total points in head-to-head games versus the next highest seeded team.

For tournament play, the top two teams in each division may move up one division (except the top division) and the bottom two teams may be moved down one division (except the bottom division).